

Relationships Tony & Marlene  
Marlene & Actor  
Bland & Tony Bland & Marlene

THE IRONMAN -- Line Outline 5/24/90 -- Lafia/Miner

1/ Promotional footage for a shareholder's meeting intros Stark Enterprises and its Utopian vision as, in a limo, Tony Stark has a heart attack and clutches at a Haliburton case. Many Board Members, including Senior Attorney JEREMY BLAND, are dissatisfied with the way things are run and push for more armaments sales even though Stark isn't here to defend his policies. But MARLENE FORTUNE, senior Vice President, believes in Stark's genius. She gets the word of Stark's illness and goes to...

2/ The Hospital. She is lead into Stark's room, but he is gone. The doctors and nurses are in a panic, Marlene Fortune is confused, and, on the roof, a human shape leaps into the air and disappears into clouds.

is this  
first appearance  
of iron man?

3/ A Somatic Amplification Vehicle (SAV suit) puts out a toxic chemical fire which threatens a city. The press is aggressively curious, but a Stark Enterprises spokesperson is guarded about Tony Stark's new invention, his whereabouts and his plans. The human eye in the suit looks familiar.

4/ Mr. Blue, the behemoth thug of Jeremy Bland, ushers guests into the massive abode. Bland negotiates with a multitude of international players, hinting at a corporate coup. After the guests leave, Bland takes comfort in a bootleg copy of the Virtual Reality Simulator program, *Heather II*.

5/ Marlene Fortune tracks down the charismatic Tony Stark and briefs him on financial solvency and the Japanese deal for SAV technology. Stark takes heart medication and does dolphin research. Now Bland plays his hand, long distance, "When we went public with the company, we made money, but also must honor a commitment to shareholder profits." Bland scolds Stark for his lack of business sense, and Stark is forced to talk with...

6/ The Board Members via VidPhone. He rejects the use of several technologies he invented, including VRS, "It's dangerous, promotes psychosis." Now he insults his enemies and hangs up. The funereal Board room empties and Bland orders Mr. Blue to execute a series of covert hits on Stark's allies. Some kind of proxy fight. Meanwhile...

robots  
go berserk

7/ At a ceremonial dinner, Stark negotiates with Mr. Hokaido about manufacture of SAV technology. A gang bursts in and brutally murders Hokaido. Stark slips out and...

8/ Fights off chest pains as he takes the SAV out of a haliburton. He puts on the suit and exhilaration fills Stark's weak limbs. Stark uses SAV to root out Hokaido's killers, but the SAV deal is soured by Hokaido's death.

9/ Bland takes a tour with DR. RAYMOND RAY through a labyrinthine laboratory, Stark's "skunk works". Bland wants Ray to find cheap dirt on Stark for a competency hearing, and to exploit Stark's many hard-won discoveries. Dr. Ray begins watching Stark's *Discovery Tapes*, a video-journal of his years of research.

10/ Airborne, Stark finds out about the mysterious deaths of several Board members of his company and rushes back to the U.S. When he arrives at LAX, he is abducted by Mr. Blue who shoots him full of drugs. The haliburton-housed SAV is also hijacked. Stark Enterprises tells the newspapers that Tony Stark has suffered a heart attack but is recovering.

11/ An actor playing Tony Stark fools everyone at the Stockholders meeting except for Marlene. To thunderous applause, he announces plans to move ahead with leisure time products and guarantees a 20% return. But Marlene Fortune starts asking questions of...

12/ Jeremy Bland who acts like he owns Stark Enterprises. He is evasive with Marlene. Now he instructs Stark's captors to take 48 hours to extract a signature out of the real Stark... then kill him. Make it look like an accident.

13/ Mr. Blue keeps Stark on a hallucinogen and tries to force him to sign a document turning over custodianship of the company. But Stark won't sign even though his heart hurts and he needs his medication. Meanwhile, a cohort of the kidnappers tries on the SAV suit, can't operate it and creates havoc, killing himself in the process.

14/ Dr. Ray demonstrates Virtual Reality Simulation of HEATHER III, MOON WALK and MIKE TYSON to corporate executives of Stark Enterprises. The VRS chamber bristles with thousands of video lenses. Market researchers press for a super villain for the kid's video market.

## ACT II

15/ Marlene Fortune intercepts a call about the rogue SAV. When she arrives in the desert, her worst fears are confirmed: a dead criminal in the SAV and the real Tony Stark missing. Now she reclaims the SAV and hides it deep in a salt mine used for toxic dumping.

16/ When Stark thinks he has been set free, he finds himself in the carny atmosphere of Las Vegas where he is almost killed several times. He throws off an electronic leash and escapes into the desert where he wanders in the heat, suffering from amnesia. He has severe chest pains. Is this the end of the road?

What happens to Mr. Blue?

?

17/ Dr. Ray probes further, discovering the *Aggression Tapes*. Market researchers interview scores of kids about super villains they'd like to see. Their list of monsters and weapons is awesome. The laboratory bustles with activity as vats of DNA biochip material are shuttled about.

18/ A nervous Jeremy Bland finds out that Stark has escaped and the SAV is gone. Just as he is about to order Marlene Fortune's assassination, he changes his mind and has her tailed in an attempt to discover Stark's whereabouts.

19/ Based on the market research, Dr. Ray develops a composite monster which he calls VRMN. A winged man-beast Samurai technobot gargoyle rotates in holographic splendor, the future of entertainment. Bland is ecstatic and the Board of Stark Enterprises votes to have VRMN configured into a toy for the kids of America.

20/ In Bad Water, population 18 Elevation -170, the bearded, wandering Tony Stark sees a personality profile on himself, played by the actor. Suddenly, he remembers who he is. He calls the actor-Stark and just listens to the impostor.

21/ A 3-D sculpture of VRMN takes shape in Stark's laboratory. Computers plot a complex personality based on Genghis Khan, Hitler and other villains of history. Dr. Ray needs a totally animatronic VRMN to realize the interactive element. VRS headsets will carry antennas to update new games. And he will incorporate the IronMan (SAV) technology to fight the villain.

22/ Bland and the marketing experts congratulate Ray on an entertainment breakthrough of immense proportions. The Virtual Reality Simulation programs *HEATHER III*, *MoonWalk* and *Mike Tyson* sell all over the country. The new controllers of Stark Enterprises watch as their stock soars, and a VRMN Fan club is formed.

23/ Dr. Ray reveals to Bland a startling secret from Stark's video notepad, "I have discovered a secret of frightening proportions." Now Dr. Ray demonstrates the DNA Gene Injection Phenomenon (GIP), on a tabletop toy. The inanimate object stirs and comes to life. Bland is at once incredulous and Machiavellian.

24/ Stark makes contact with Marlene who talks about Bland's takeover plot and Dr. Ray's development of VRMN. Tony Stark tells Marlene he must get to the SAV. But he can't tell her he is the IronMan. The men following Marlene report back to Bland the whereabouts of Tony Stark.

Where's  
Tony?

25/ In the VRS chamber, late at night, Bland confronts the animatronic VRMN beast. He injects it with GIP and flees the premises. The next morning, it awakens, bursts out of the chamber, kills the cowering Dr. Ray and sees a photo of an SAV suit worn by Tony Stark. It recognizes this as its enemy to the death.

*How can kids experience events outside the chamber?*  
26/ VRMN acts like the psychopath of all time as he crushes cars, wrecks havoc and eats cop cruisers. Wearing the interactive headsets, the kids of America cower at this newest manifestation of their favorite villain.

### ACT III

27/ Marlene takes Stark to the salt mine where he confesses that he is the IronMan. Now Bland's men dynamite the opening to the mine, and, fighting chest pains, Stark puts on the SAV suit. The IronMan flies up through the elevator shaft, crushing all obstacles and saving Marlene.

28/ VRMN goes to Stark's penthouse, horribly mutilating the actor-Stark, thinking he is the IronMan. Now VRMN's manifesto is clear. He is like all the villains he carries in his memory chips, and world domination is his goal.

29/ Protestors picket Stark headquarters because their children have become aggressive, anti-authoritarian and are having nightmares.

30/ Stark Enterprises stock soars and Bland is in ecstasy. He orders triple overtime on the line. Get those VRS units out there! VRMN crashes into the building and takes Jeremy Bland hostage.

31/ Outside the building the protestors are terrorized by the VRMN as it flies away with Jeremy Bland in its talons. Some accuse Stark Enterprises of a cheap publicity stunt until they witness Bland fall from a great height. VRMN has an unusual sense of humor.

32/ The IronMan goes to Stark's penthouse and finds the remains of the actor. Marlene goes to the destroyed lab and discovers Dr. Ray's horrible invention, VRMN, who toys with her like a cat with a mouse. She realizes that VRMN carries inside it the dark side of Tony Stark's personality.

33/ Now VRMN stands in the interactive VRS chamber and, like a rock star, exhorts the children who play the game to kill their parents. This is the specter of world domination that emerges from the beast gone wild.

34/ The IronMan crashes into the lab, ready to do battle with VRMN. The monster's fire-breathing, shrieking and total destruction push the limits of Tony Stark and the SAV.

35/ The last showdown. The IronMan kills VRMN to free the minds of the children. He ends up on all the VRS displays with the message, "Be good..."

36/ Out of the darkness of the laboratory's smoldering rubble, a twisted piece of flesh slithers into sunlight, and somehow begins to grow...